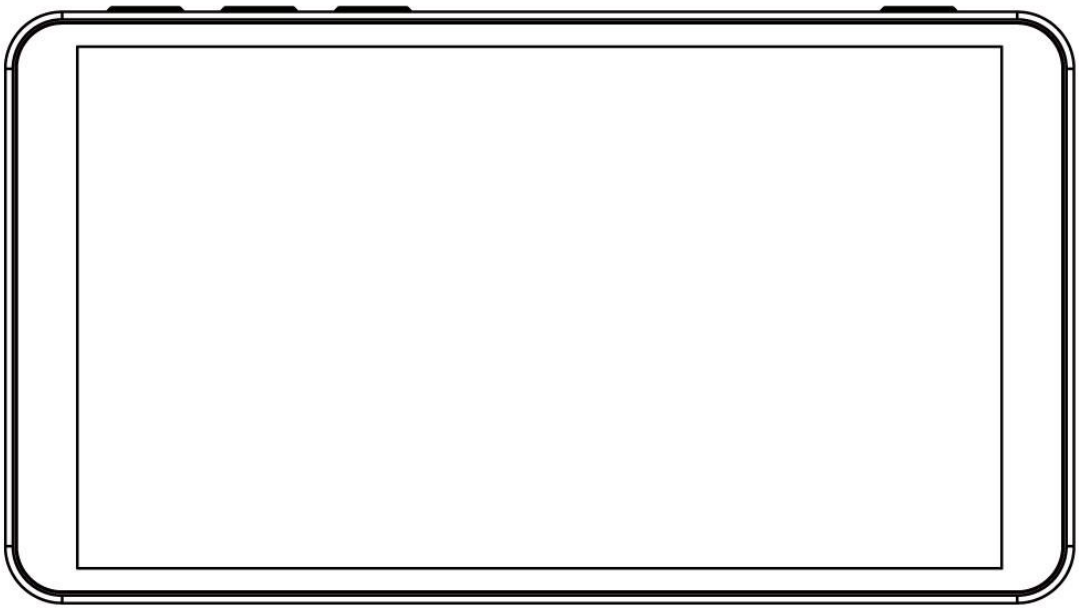
5.5″ OLED CAMERA MONITOR



User Manual

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Shortcut Menu Column ..... 错误！未定义书签。

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Foreword

Thank you for purchasing our 5.5-inch OLED camera monitor. Please read this manual carefully before using the unit. Have a great experience!

Cautions

- Please avoid the heavy impact and drop onto the ground when move the product.
- The screen of this product is made of glass. Please do not drop the screen towards the ground. Keep away from injury if the screen is broken.
- Keep the product away from the heat source, and avoid the prolonged exposures to the sun as the LCD screen will be damaged.
- To avoid damaging the product, please do not take apart or repair the unit by yourself without the adjustable components in the unit.
- In order to better maintain the LCD screen and protect the cover, please follow the following ways to avoid damages.
  1. Please refrain from using the hard objects to hit the screen.
  2. Please do not force to wipe the screen.
  3. Please do not use the chemical solutions to clean the screen.
  4. Please do not spray any detergent on the screen.
  5. Please do not write on the screen directly.
  6. Please do not stick on the screen.
  7. Please simply wipe with a clean soft cloth and make sure no water on the screen.

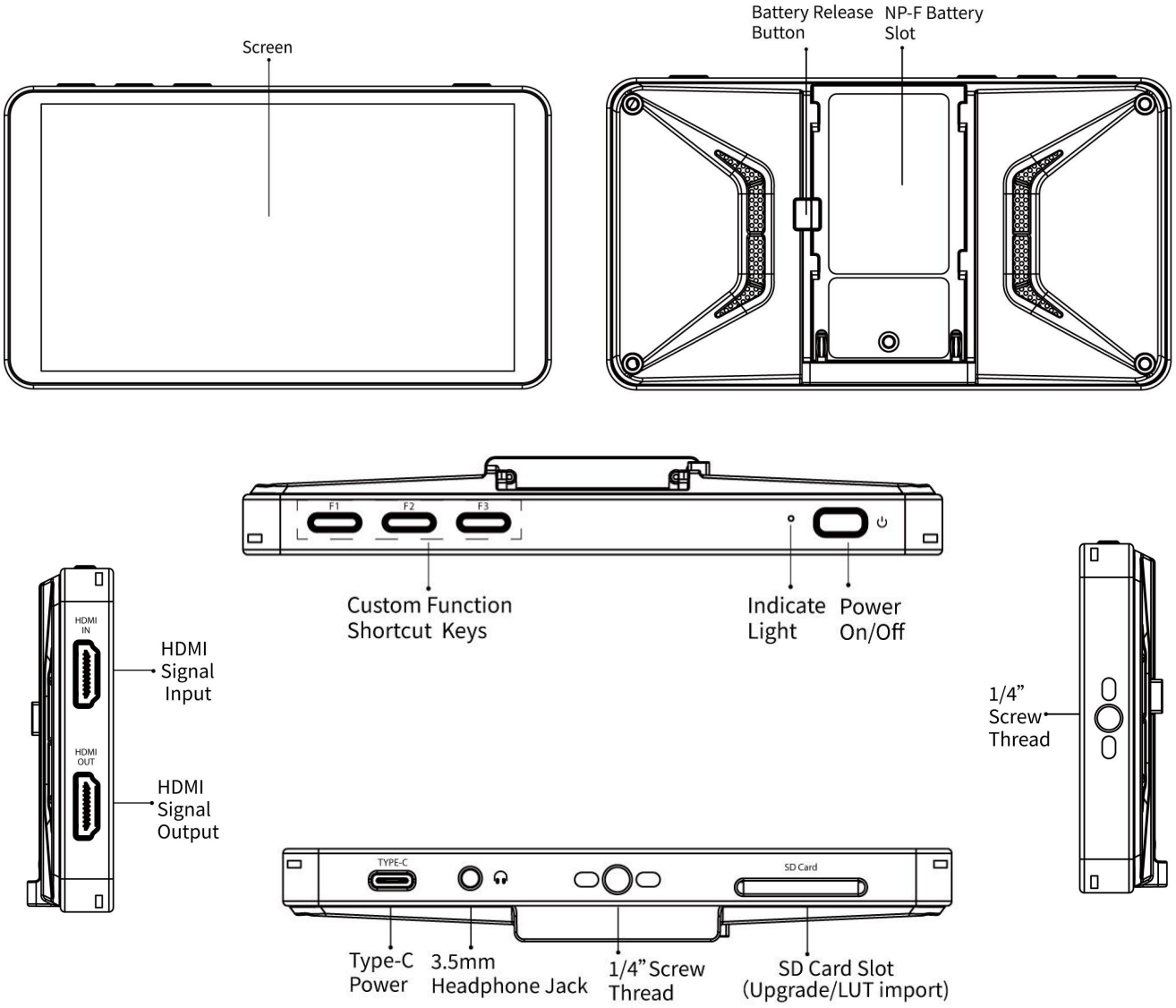
Key Features

- 5.5-inch AMOLED screen, independent light control, ultimate black performance
- DCI-P3 100% color gamut, more accurate color presentation
- 1,000,000:1 ultra-high contrast ratio, bringing you more realistic and

vivid visual experience

- Ultra-slim design
- Full touch screen, easy to setup
- Custom 3D-LUT loaded, preview film look
- HDR monitoring, what you see is what you get
- Stereo Earphone output

Product Overview



Power Supply Way

(1) There is a USB-C power port on the bottom of the monitor, you can power with the accompanied power adapter

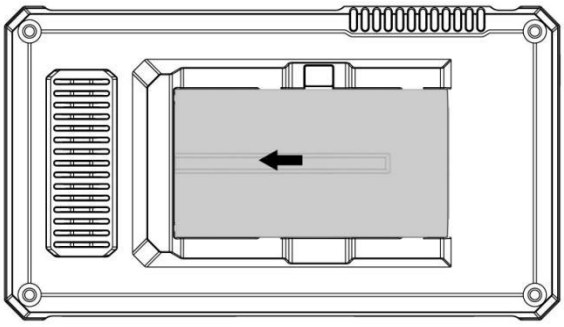
(2) The rear cover of the monitor is equipped with a NP-F battery slot, it can be installed the NP-F series battery

- The battery models including F970 F960 F950 F930 F770 F750 F730 F570 F550 F530 and other specifications.

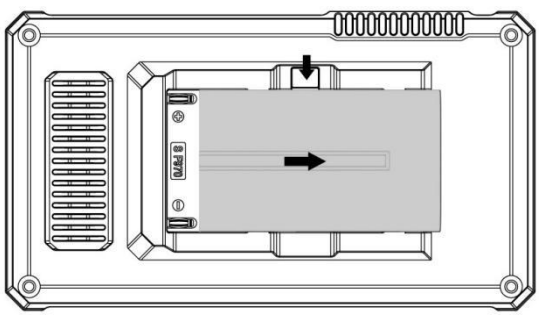
Remark: Please take off the battery from the monitor if you don't use the monitor in a long time.

- **Installation and remove of battery**

1. Insert the battery gently in the direction indicated, then slide it to the left (without releasing). A clicking sound indicates that the battery is securely in place.



2. To remove the battery,press and hold the battery release button while slide the battery to the right, then remove it.



Connection Method and Cautions for Monitor and Camera

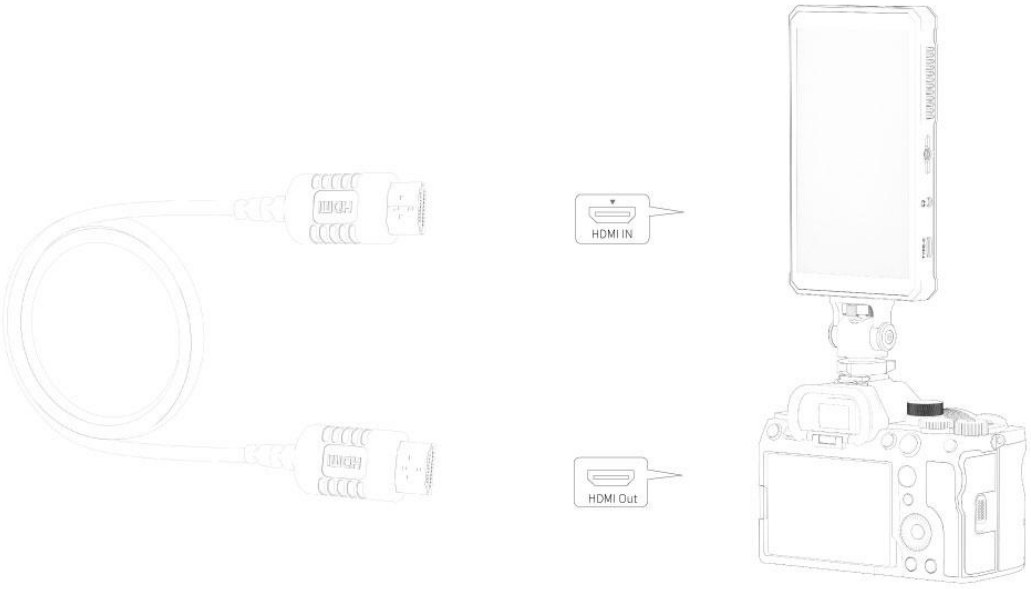
Preparing before connecting

- Ensure that both the camera/camcorder and monitor are turned off
- Check if the HDMI interface and cables are clean and intact
- Prepare anti-static wristbands or discharge by touching metal object first
- Ensure that the workbench is clean and stable

Connection of HDMI cable

1. Using the accompanied HDMI/Micro HDMI cable to connect the HDMI IN of the monitor and the HDMI Out of the camera(please purchase extra HDMI cable if the HDMI cable is not long enough)
2. Fix the wire to avoid hanging or pulling it
3. Turn on the camera first, and then turn on the monitor. The image of camera viewfinder will displayed on the screen of the monitor.

   Please set it to Auto or 16:9 if the camera is designed with an HDMI output setting function.
4. When shutting down, first turn off the monitor, wait for it to completely shut down, and then turn off the camera.



Using cautions

- When moving the device, be careful not to trip over the wires, which may cause hot plugging or unplugging

- Regularly check whether the HDMI interface and HDMI cables are worn or blocked by foreign objects

- It is recommended to disconnect when not in use to protect the cables and interfaces

Physical protection measures

- Use HDMI cable fixing clips or brackets

-The wire should have an appropriate margin to avoid being too tight

-Consider using an L-shaped HDMI connector to reduce the pressure on the HDMI interface

-You can use an HDMI adapter to protect the HDMI interface on the camera and avoid damage to the HDMI interface caused by frequent plugging and unplugging

Regular maintenance

-Check if there is dust accumulation on the interface

-Is the equipment voltage stable

-Confirm that the wire is not damaged or bent

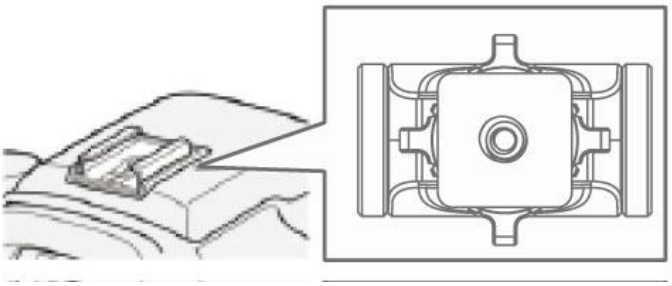
-Is the fixing device still securely fastened

-Are all screws securely fastened

These measures can significantly reduce the risk of equipment damage and extend its service life.

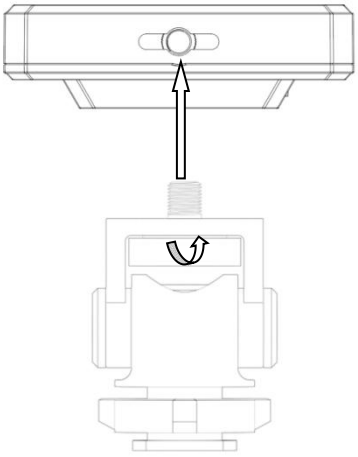
Installation of Mini Hot Shoe Mount Adapter

1.Select the direction in which the adapter is mounted according to the shape of hot shoe on the camera



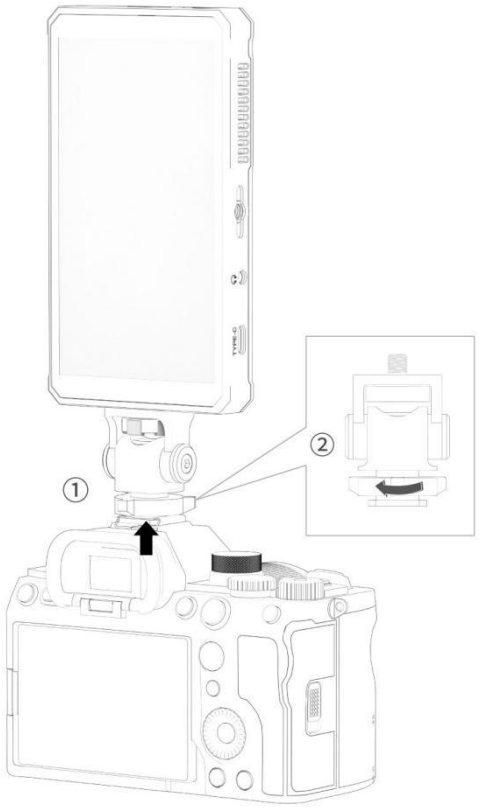
2.Align the 1/4 screw of the adapter with the 1/4 screw hole on the device.

3.Tighten the adjustment knob of the adapter



4.① Fully insert the base of the adapter into the universal hot shoe base in the direction shown in the figure.

②Tighten the rotary table of the adapter to fix it on the camera



Note: If using a camera with a pop-up built-in flash, please turn off the built-in flash of camera. If the camera is designed with a built-in auto flash function, please turn off this function.

Please remove this device from the camera before using the flash.

Menu Operation Instruction

After correctly connect to the power supply (red indicator),the monitor default to turn on automatically, the indicator turns Yellow, and then input HDMI signal, the indicator will turn Green from Yellow.

You can also set the power to Manually in menu **System--Power setting**. After setting, you need to long press ⏻ to turn on the monitor when plug the power supply.

1. Touch Screen Menu Operation (default to enable touch function)

Touch function on/off setting: You can set any of the top F1~F3 of the monitor as the touch switch, enter the menu - **User Options - Shortcut Key - F1/F2/F3- Touch Switch,** and directly press the F shortcut key to turn on or off the touch function after setting.

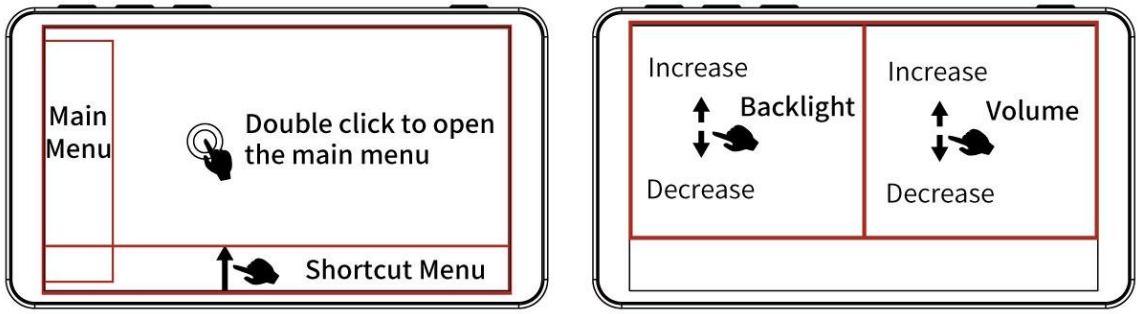
①. Double-click on the screen to open the main menu (show on the left side of the screen) and click on the corresponding menu to display the secondary menu. You can enter the corresponding function option and click directly to select or set. Click the touch screen to exit the menu.

②. When the menu is not displayed, swipe up from the bottom of the screen to open the shortcut menu, swipe left or right select the needed function and click on the corresponding menu box to turn on or turn off the corresponding function.

③. When the menu is not displayed, on the left side of the screen (1/2 split screen), you can directly adjust the brightness of the screen backlight; on

the right side of the screen (1/2 split screen), you can directly adjust the volume.

Figure:



Menu Function Instruction

 **Assist**

 **All Waves**	**On, Off** After turning on, waveform, vector, histogram and embedded audio will be shown.
 **Waveform**	**On, Off** **Mode：RGB、YUV、Y** **Position X: 0~100** (moving the waveform horizontally) **Position Y: 0~100** (moving the waveform vertically) **Waves Trans.: Off, 25%, 50%, 75%** The waveform is a core tool for professional video production. It converts the brightness and color information of the frame into visual curves, enabling precise control of exposure, white balance and color balance, preventing overexposure, crushed blacks or color casts in the frame, ensuring the signal meets

	broadcast standards. It is ideal for scenarios with vary light, complex composition or cinematic video. The X-axis of the waveform monitor corresponds to the horizontal position of the frame (left to right), and the Y-axis represents the brightness level of each position, generally defined with black as the 0 line and maximum brightness as the 100 line. **Luminance Waveform (Y)** Display: A white/gray curve representing the overall brightness distribution of the frame. **RGB Component Waveform** Display: Independent red, green and blue channel waveform, presented side by side. **YUV Waveform** Separates color and luminance. Y represents the luminance signal, while U and V represent the blue-yellow and red-green chrominance signals respectively.
 **Vector**	**On, Off** **Position X: 0~100** (moving the Vector horizontally) **Position Y: 0~100** (moving the Vector vertically) The vector scope is a professional tool dedicated to analyzing and monitoring the color information of a frame. It visualizes color saturation (vividness) and hue (tone) via chrominance signals in a circular graph to quantify the color data of the frame, enabling precise judgment for cinematographers and colorists. It serves as a color calibration benchmark for professional scenarios such as film and television production, live streaming, and broadcasting.
	**On, Off** **Mode：RGB1、RGB2、Y**

Histogram	**Position X: 0~100** (moving the histogram horizontally) **Position Y: 0~100** (moving the histogram vertically) RGB1 Histogram:Displays the brightness distribution of the red, green, and blue channels separately, designed to judge color casts, monochromatic over/underexposure, white balance, and color gradation. RGB2 Histogram:The red, green, and blue channels are overlaid on the same coordinate system, with overlapping areas showing mixed colors Y Histogram: A tool for objectively judging exposure and tonal distribution. Ideal for monitoring overall exposure to prevent clipped highlights and crushed blacks, assisting with precise lighting setup and post-production.
 **Focus Assist**	**On, Off** **Color:** (Red, Green, Blue) **Peaking Level：you can adjust the peaking level after turning on（1～10)** Highlights the in-focus areas of the image to help photographers quickly and accurately judge focus position during manual focusing. Especially ideal for fast moving video, portrait, etc.
 **Embedded Audio**	**On, Off** **Position X: 0~100** (moving the audio level horizontally) **Position Y: 0~100** (moving the audio level vertically) A visual audio level indicator tool for monitors that displays sound volume in real time and detects audio clipping (distortion). It resolves issues of being unable to hear audio while monitoring video or inaudible sound in noisy environments, ensuring audio-video synchronization and distortion-free recording. Ideal for live streaming, on-location shooting and filming in noisy settings.

 **Zebra Pattern**	**On, Off** **Threshold Value：you can adjust the threshold value after turning on**（10~100） A real-time exposure assist tool that highlights overexposed areas in the frame with striped patterns for quick identification of blown-out highlights, ensuring accurate exposure, ideal for video shooting, portrait photography and outdoor high-light scenarios.
 **Check Field**	**On, Off** **Mode：Red, Green, Blue, Mono** Eliminate color interference, focus on exposure, focus, contrast and single-channel signal quality, and quickly judge the picture's brightness gradation, edge details and color channel issues.
 **False Colors**	**On, Off** **Mode: Normal, ARRI** False Color is an exposure assist tool that maps the precise brightness value of every pixel in the frame to distinct colors corresponding to different brightness levels. It allows you to instantly check the exact exposure values across the entire frame and clearly visualize the light and shadow distribution of each specific area. Ideal for video shooting, portrait photography and outdoor shooting in complex lighting conditions.



Marker

 **Grids**	**On, Off** **Mode: 2x2,3x3,4x4,5x5,6x6,7x7,8x8,9x9, Custom** **Rows: 2~9**

	Columns: 2~9 When selecting **Custom**, you can custom the rows and columns of the grid **Color: Red, Green, Blue, Black, White, Gray** A core auxiliary tool for professional shooting, primarily designed for rule-of-thirds composition and horizontal/vertical calibration. It divides the screen into equal grids of 4, 9, 16, 25, 36, 49, 64 or 81 cells for optimized framing, and the number of grid rows and columns is fully customizable.
 **Safe Frames**	**On, Off** **Mode: 80%, 85%, 90%, 93%, 96%, 2.35:1, 9:16** **Color: Red, Green, Blue, Black, White, Gray** Prevent edge cropping of the frame, ensure subtitle/subject remain fully visible, and adapt to different playback devices.
 **Center Marker**	**On, Off** **Color：Red, Green, Blue, Black, White, Gray**
 **Ratio Marker**	**On, Off** **Mode: 4:3, 13:9, 14:9, 15:9, 16:9, 1.66:1, 1.85:1, 2.35:1, 9:16, 1:1** **Color: Red, Green, Blue, Black, White, Gray** **Modified Mark：0~5** Preview the target aspect ratio in real time, standardize framing, reduce post-production cropping, align shooting with the final footage ratio, and improve framing efficiency and footage precision.

Image

 **Scan Mode**	**Under Scan, Over Scan**
 **Aspect Ratio**	**Auto, 16:9, 16:10, 4:3, 5:4, 1.85:1, 2.35:1, Full Screen** Match the shooting frame, eliminate picture distortion, and monitor precise composition to ensure the captured footage is restored without stretching or cropping in its original aspect ratio, adapting to various formats and creative requirements.
 **Anamorphic**	**On, Off** **Mode：1.33X, 1.6X, 2.0X, 2.0X MAG, User** Under the **User**, can be customized（1.20X～2.00X） Paired with anamorphic lenses, this function restores the horizontally compressed shooting image to the normal aspect ratio on the monitor for real-time framing and proportion checking. It resolves the issue of image squashing and inaccurate framing when shooting with anamorphic lenses.
 **Image Flip**	**On, Off** **Mode: H Flip, V Flip, H_V Flip** This function resolves abnormal screen orientation caused by special monitor mounting angles (e.g., upside-down, side-mounted) or restricted shooting perspectives. It ensures a correct, upright viewing angle for the screen regardless of the monitor's mounting or shooting position, without interfering with monitoring, focusing or framing.

 **Zoom Mode**	**On, Off** **Mode：2X、4X、9X、16X、User** Under the **User**, can be customized（100%~200%） Magnify the central area of the screen for precise focusing, detail inspection and image quality verification.
 **Image Freeze**	**On, Off**
 **P2P**	**On, Off** A display mode that maps the monitor's input signal pixel 1:1 to its physical screen pixels, presenting the signal with no stretching, no scaling and no cropping to fully restore the original resolution and fine details of the input signal. It is an essential function for precise focusing, image quality inspection and framing calibration. Note: This function is only available when the input signal resolution ≤ the monitor's physical resolution.



User Option

 **LUT**	**On, Off** After the LUT Switch is turned on, you can use the **Lut (SLOG2, SLOG3, LOGC, VLOG)**. **Lut Import：Confirm** **Lut Table** Show the 4 built-in Lut and the custom load Lut (up to 32） The Lut item is displayed after the Lut Switch is turned on. LUT is a table for quickly looking up and output specific color

	data. By loading different 3D-LUT tables, it can quickly recombine color tone to form different color styles
 **HDR**	**On, Off** **Mode: HLG1, HLG2, HLG3** HDR can provide more dynamic range and the details of image, it is better to reflect the visual effects in the real environment.
 **Display Adjustment**	**Backlight：0~100** Adjust the screen brightness **Brightness：0~100** Adjust the image brightness **Contrast：0~100** Adjustment of the ratio between the brightest and darkest parts of the image . When adjusting, pay attention to the sense of hierarchy in the image. If the proportion is too large or too small, it can cause the image to lose its colorful appearance. **Saturation：0~100** Adjustment of color concentration **Tint：0~100**
 **Color Adjustment**	**Display Range: Auto, Limit, Full** This feature allows for the selection of a grayscale range. The Limited grayscale range is 16-235, and the Full grayscale range is 0-255. (Grayscale represents changes in image brightness, using varying gray levels to depict brightness in different image areas. In grayscale, brightness increases from black to white, typically denoted by a numerical range from 0 to 255, where 0 signifies black and 255 indicates white, and intermediate numbers indicate varying

	grayscale levels.) 1. If the dark part of the picture lost, the details cannot be seen clearly. For example, the input signal is in the range of 0-255, but the monitor is set Auto or Limit, the brightness of 0-15 and 236-255 is removed, resulting the dark part details unclear. You can set to Full. 2. If the picture is gray, the black part turned gray. For example, the input signal is in the range of 16-235, but the monitor is set Full , resulting the black part turn gray. At this time,you can set to Auto or Limit. **Color Temp.：5600K, 6500K, 9300K, User** Under the **User**, the red, green and blue of the image can be adjusted (0~255), made the colors of the image achieve your favorite.
 **Shortcut Key**	All Waves, Waveform, Vector, Histogram, Embedded Audio, Center Marker, Safe Frames, Grid, Focus Assist, False Colors, Zebra Pattern, Anamorphic, Image Freeze, Check Field, Zoom Mode, Image Flip, Aspect Ratio, Ratio Marker, LUT, Touch Switch
 **Left Right Key Set**	**Volume, Backlight**

 **System**

User Switch	**User Switch: 1~4** you can save the set menu as 1-4 and can be called directly next time
Language	English, 简体中文, Español, Português, Français, Nederlands、Deutsch, 日本語, **繁體中文, 한국어로, русский язык,** Italiano
OSD Option	**OSD Time：Off, 15Sec, 30Sec, 45Sec** Select the display time of the menu on the screen **OSD Trans: Off, 25%, 50%, 75%** Adjust the transparency of the menu picture background on the screen **No Signal: Red, Green, Blue, Black, White, Gray** Can be change the background color of screen when no signal
EDID Settings	**EDID Settings: 2.0, 1.4** Compatible with resolution of different camera/device Default to 2.0 (if set 1.4 manually, then input 4K60 signal, you need to set to 2.0 again)
Volume	**On, Off** 0~100 Adjusting the speaker volume
Power Settings	**Power on: Auto, Manual** Default to Auto. If set Manual, please press ⏻ key to turn on after the power plug in.
Reset	Select **Reset** and press MENU button **Confirm**, the system back to original setting.

 **Firmware Update**	**Firmware Version** (display the version number) **Firmware Update** **Confirm**

How to Load LUT

1. SD card format

Support FAT32 or NTFS. For MAC system, the SD card should be formatted in MS-DOS (FAT)

2. Max Files Limit Maximum 32 Lut files

3. File requirements

- The LUT file format suffix should be .cube
- Single file not exceeded to 7.9Mb
- Support LUT-3D-Size 16,17,32,33,64,65

Remark: LUT file name must be English or Arabic numerals

4. Steps for loading

4.1 Make sure the SD card correctly insert

4.2 Enter main menu **“User Option”**--**LUT Import--Lut Import (SD)** to load the monitor will auto detect the SD card

A. There is no SD Card, the screen will show failed,can try once more,if not work, restart the monitor and try again

B. There is SD Card, the monitor will erase the exits user’s lut fill and show “Initializing” , If there is no valid lut file in SD card, the lut will not load.The monitor will show “clean up”

C. If there is valid lut file in SD card, the monitor will load lut files and show “[n] name. The [n] shows the quantity number. The “name” should in lut files’ name. If load

successful, the screen will show “complete[n]”. [n] Stands for the quantity number for lut files should under 32.

Firmware Update

We usually do not recommend to upgrade casually.If really need, please connect after-sale or other person to get the relevant upgrade file

1. Use a SD card with FAT32 or NTFS format, for MAC system, the SD card should be formatted in MS-DOS (FAT). Copy the upgrade file to the SD card .
2. Turning on the monitor, insert the SD card to SD card slot of the device (the chip should be faced up when inserting the SD card, and press it after inserting to ensure that the SD card is fully inserted).
3. Enter the menu, select **System--Firmware Update--Update**, click “Update” to start to upgrade.
4. The monitor will shut down automatically when finished, please reboot manually
5. Check whether the latest version

Remark: Please keep the device is powered on in the whole upgrading

Technical Parameters

Panel Size	AMOLED 5.5-inch (touch)
Resolution	1920x1080 pixels
Dot Pitch	94.8(W) × 63.2(H) um
Aspect Ratio	16:9
Color Display	16.7M (8 bit)

Frame rate	60Hz
Brightness	500cd/m^2 , 1000cd/m^2 for optional
Contrast	1,000,000:1
Input	HDMI 2.0
Output	HDMI 2.0
Audio	3.5mm stereo headphone jack
Other Interface	SD Card Slot (firmware update/LUT file import)
Power In	USB-C
HDMI Input/ Output Support Format	480i/576i/480p/576p 720p (60/59.94/50/30/29.97/25/24/23.98) 1080i (60/59.94/50) 1080p (60/59.94/50/30/29.97/25/24/23.98) 3840×2160p (60/50/30/29.97/25/24/23.98) 4096×2160p (60/50/30/29.97/25/24/23.98)
Power Consumption	≦8W
Unit Size (mm)	141x78x16.8(mm)
Unit Weight	156g
Mount Points	¼-20 thread points (right, bottom)
Built-in Fan	No
Working Temperature	-20℃～50℃
Storage Temperature	-30℃～60℃

Trouble Shooting

1. Only black and white or monochrome picture:

① please check saturation, brightness & contrast adjustment.

② Please check "Check Field" is in black, white or monochrome image or other condition.

2 .NO Image after put on the power

① Check if signal cable connecting is in good condition.

② Check signal cable connecting, and make sure to use the standard adapter to connect the monitor. If power is supplied by battery, please check if the battery is fully charged.

3. Earphone No sound

Check if Volume control do not open, press the volume button, and try to increase the volume.

■ If there are still other problems, please contact with our related technologists.

★ As we are improving product features and product performance, so if there is any change on the specification without prior notice.